British Endgame Study News
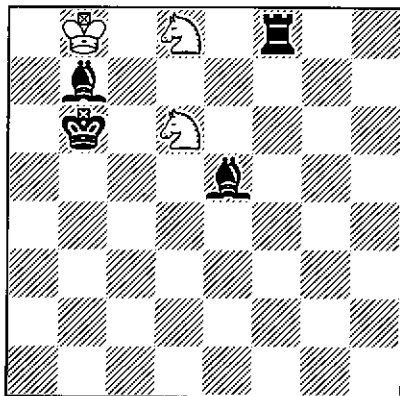
## Some studies by

Andrzej Lewandowski

Forget about the book win with R+B v 2N;
even R+2B do not always win!

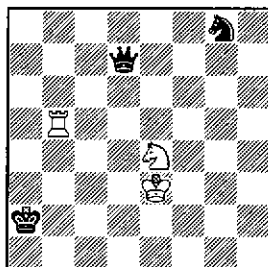# Some studies by Andrzej Lewandowski

Earlier this year, I wrote an article for *diagrammes* on studies ending in double-pin stalemates, and this caused me to examine the work of the Polish master Andrzej Lewandowski. Perhaps more than any other composer, he delights in exotic finishes.
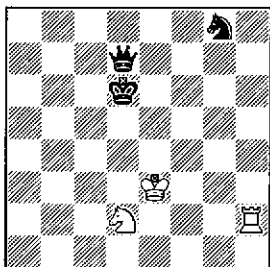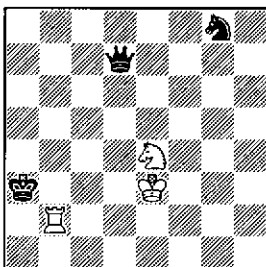

| 1 - draw | 1a - after 5...Ka3 | 1b - after 7 Rb5 |

1 appeared in *Československý šach* in 1965. Play starts **1 Ne4+**, and if 1...Ke5 then 2 Rh5+ and the queen will fall. So Black goes to the c-file, **1...Kc6** say, and White starts checking with **2 Rc2+.** To move to the d-file will allow a skewer or pin, and the knight guards c3 directly and b3 by threatening to fork on c5. This leaves only a3 as a possible escape for the king, leading to **2...Kb5 3 Rb2+ Kc4** (or 3...Ka5 4 Ra2+ Kb4 5 Rb2+) **4 Rc2+ Kb4 5 Rb2+ Ka3** (see **1a**). White has one more check, **6 Nb3+**, but after **6...Ka2** he has no more; what now? The answer is **7 Rb5!!** leaving Black curiously powerless (see **1b**). The fork at c3 protects the rook, and White's threat of perpetual check starting with Nc3+ gives him no time to bring up his knight.
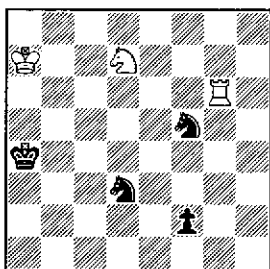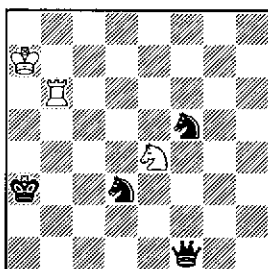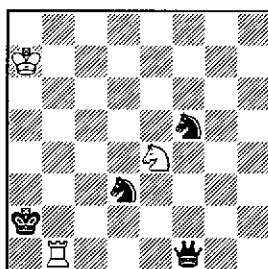

| 2 - draw | 2a - after 5...Ka3 | 2b - after 6...Ka2 7 Rb1 |

2 (HM, Czechoslovak Ty 1976, version) starts **1 Nc5+ Kb5** (1...Nxc5 2 Rg4+ and 3 Rf4), and now **2 Ne4!** spurning the capture on d3. But after **2...f1Q** the knight guards c5/c3 directly and c4/b3 by threat of fork, so the only escape route is b4-a3-b2. Hence **3 Rb6+ Ka5 4 Ra6+ Kb4 5 Rb6+ Ka3** (see **2a**) and again **6 Rb3+** is available, but what happens after **6...Ka2** or 6...Ka4? The answer in each case is **7 Rb1!** (see **2b**). White threatens perpetual check by Nc3+ etc, and either capture allows a fork.
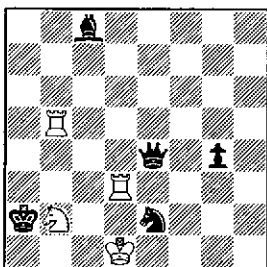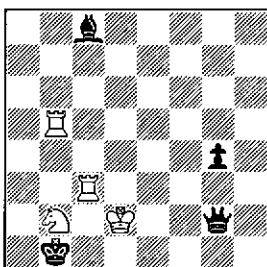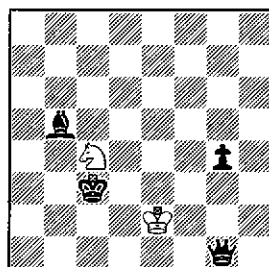
3 - draw   **3a** - after 4...Qg2+   **3b** - 9...Kxc3 stalemate

But Lewandowski is best known for his pin-stalemate studies. Adam Sobey quoted one in special number 26 and another is in *Endgame magic*; here are some more.

3 (1/2 Pr *Razem* 1987) will offer only a single pin in the final position, but there is plenty of play along the way. White starts **1 Ra5+ Kb1** (1...Kxb2 concedes perpetual check at once) **2 Rb5** threatening 3 Nc4+ Ka2 4 Ra3 mate, and 2...Ba6 merely replaces the mate by another perpetual check (3 Nc4+ Bxb5 4 Rb3+ etc). Nor does 2...Qh1+ help; the knight on e2 goes, and the threat of Rd1+ gives Black no time for ...Ba6 exploiting the diagonal alignment of rooks and king.

But Black can interpolate **2...Nc3+ 3 Rxc3** before playing **3...Qh1+**. Now 4 Ke2 can be met by 4...Ba6 because the threat Rd1+ no longer exists, and White must settle for **4 Kd2**. Black continues **4...Qg2+** (see **3a**), and 5 Kd1/Kd3 concede a rook at once. What about 5 Ke3? No, 5...Qf3+ 6 Kd4 (6 Kd2 Qf2+ etc) Qf6+ 7 Ke4 (7 Kc4/Kd3 Ba6, 7 Kd5 Qf5+) Bd7 8 Rbb3 Bf5+ 9 Ke3 Bc2 and material will soon go. This leaves **5 Ke1 Qg1+ 6 Ke2 Ba6**, and didn't we discuss this two moves ago?
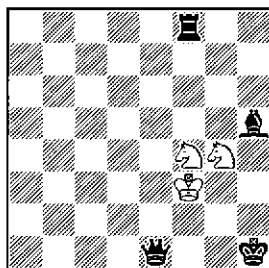
Yes, but then the queen was on h1. Now it is on g1, and White can play **7 Nc4+ Bxb5 8 Rb3+ Kc2 9 Rc3+**, exploiting the fact that **9...Kxc3** is stalemate (see **3b**).
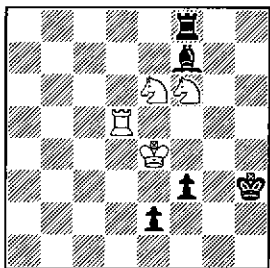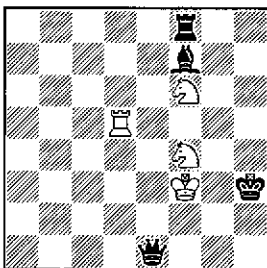

4 - draw   **4a** - after 2 Nf4+   **4b** - 4...Bxh5 stalemate

Play in **4** (*Szachy* 1984) starts **1 Kxf3 e1Q 2 Nf4+** (see **4a**), and 2...Kh4 allows the repetition 3 Ng2+ Kh3 4 Nf4+ (but not 4 Nxe1, when 4...Bxd5+ wins). All right, **2...Kh2**, and what does Black do after **3 Ng4+**? If 3...Kg1 then 4 Nh3+ Kh1 5 Nhf2+ draws at least, and if **3...Kh1** then **4 Rh5+** forces Black to play **4...Bxh5 stalemate** (see **4b**) if he is not actually to lose. The underpromotion 1...e1R can be met in various ways, of which perhaps the simplest is 2 Nxf8.
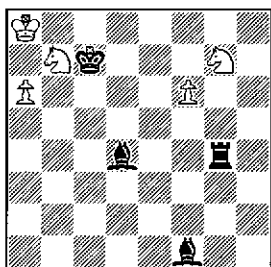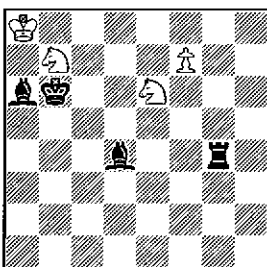
**5** - draw   **5a** - after 2...Bxa6   **5b** - after 5...Rg8
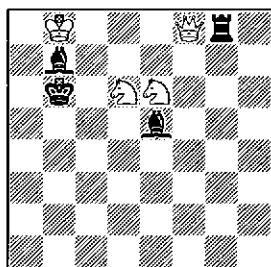
White opens hostilities in **5** (4 pr *Schakend Nederland* 1988) by **1 Ne6+** preparing to shepherd his pawn home, and if 1...Ke7 2 f7 he will draw easily enough (2...Bg7 3 Nxg7 Rf4 4 Nd8 Kxd8 5 f8Q+ Rxf8 6 Ne6+, or 3...Ke7 4 Nf5+ Kxf7 5 Nh6+). But Black has another string to his bow, **1...Kb6 2 f7 Bxa6** (see **5a**). Now White's promotion will be met by a mating attack.

White therefore withdraws his knight from b7, **3 Nd6** (not 3 Nbc5, when 3...Bxc5 4 Nxc5 Rf4 wins quickly), but Black pursues the attack by the subtle ambush move **3...Be5**. Now **4 f8Q** can be met by **4...Bb7+**, and 5 Nxb7 will allow mate in two; or if White plays **5 Kb8**, Black has **5...Rg8!** pinning the queen (see **5b**), and if 6 Qxg8 then 6...Bxd6+ forces mate.
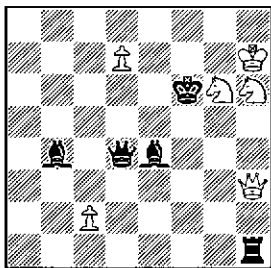
But why should White take the rook? He has **6 Nd8!!** unpinning the queen, and its capture will give stalemate.
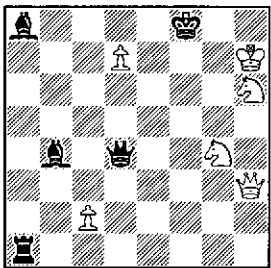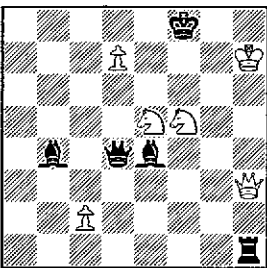

**6** - draw   **6a** - after 2...Rh1   **6b** - after 4...Kf6

6 (5 Pr, WCCT 1989-91) appears much more complicated, but it is in fact easier to analyse because both sides have to contend with mating threats. White's **1 Ne5** stops the Black queen from playing to g7 and threatens various nastinesses of his own, and **1...Be4+ 2 Nf5 Rh1** is the only answer (see **6a**).

White cannot now play 3 Qxh1, hoping for 3...Bxh1 4 Nxd4 with an advantage, because Black has 3...Bxf5+ 4 Kh6 Qf4+ 5 Kh5 Be7 and he will mate as soon as the spite checks and delaying sacrifices have run out. Better is **3 Ng6+ Kf7 4 Nh6+ Kf6** giving **6b**, and we are ready for the final flourish: **5 d8Q+ Qxd8 6 Qc3+ Bxc3** and again we have a stalemate with two pinned knights. If instead Black tries 6...Ke6, White replies 7 Qe5+ Kd7 8 Qxe4 Rb1 9 c3, and recovers enough material to draw.
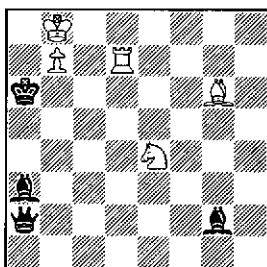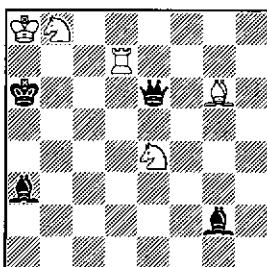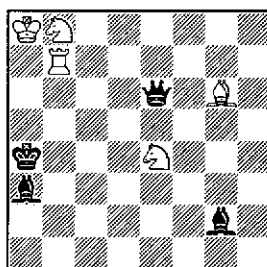
7 - draw   7a - after 2 b8N+   7b - after 3...Ka4

7 obtained 4th HM in the 1982 Grzeban jubilee tourney. **1 Ka8** forces the pawn through, but after **1...Qe6** White finds he has to promote to a knight (if 2 b8Q then 2...Qxd7 forces mate in two). All right, **2 b8N+** (see **7a**), and how is Black going to escape from the rook checks on a7 and b7? c6/c5/c3 are guarded, and c4 allows the pin Bf7; so the king must come down to b3, and again there will be a pin from f7...

No there won't; Black can play ...Bxe4+. This didn't work with the rook on b7, because the White king was shielded and Black's ...Bxe4 wasn't check, but now the rook is on a7 and the king is wide open. So Black plays **2...Kb5 3 Rb7+ Ka4**, and White must think of something else (see **7b**). But it's not too hard to find: **4 Be8+ Qxe8** (else White wins) **5 Nc5+** and again Black must concede perpetual check or give stalemate. This time the pinned men are a knight and a rook.
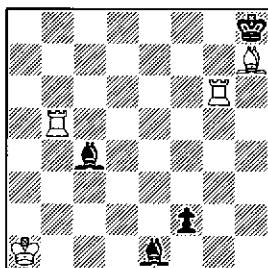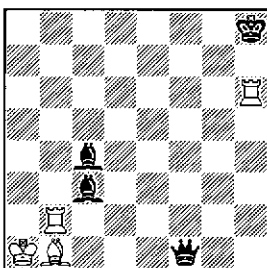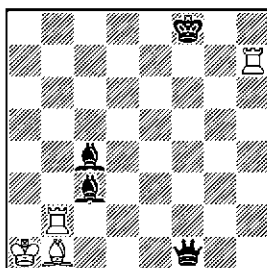

8 - draw   8a - after 3 Bb1+   8b - something to avoid

8 took 1st HM in the 1979 Gruzia jubilee tourney. This time a double-pin stalemate is set up at once, **1 Rh6 Bc3+ 2 Rb2 f1Q+ 3 Bb1+** (see **8a**), and White's task is now to get rid of his second rook without allowing Black to release it.

White will naturally put his rook next to Black's king whenever possible, so let us look for positions where this fails. Kf8/Rf7 obviously (Black has ...Qxf7 unpinning), but no other on the eighth rank (we only consider positions reached by sensible play). Kg7/Rh7 (Black escapes by...Kf8, see **8b**). Kf7/Rf6 (...Qxf6 unpinning). Kf6/Rf5? No, White's bishop defends the rook. Kd6/Re6 (...Kc5, see below). Ke5/Re4 (...Kd6) and Ke5/Re6 (...Kd4). Kc5/Rc6 (...Kd4). Kd4/Re4 (...Kc5). No more above rank 3.
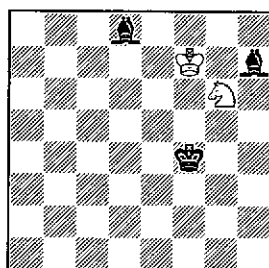
Knowing what to avoid, White can draw without difficulty. He starts **3...Kg7 4 Rg6+** or **3...Kg8 4 Rh8+**, and he can always find a check with which to continue.
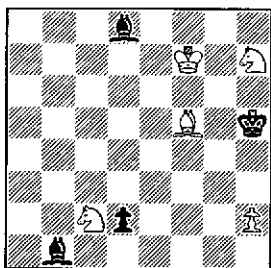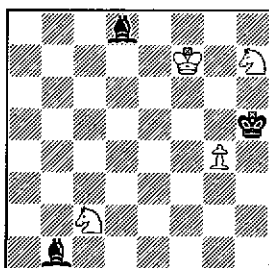
**9** - draw   **9a** - after 3 hxg4+   **9b** - 3...Kxg4, after 7 Ng6+

Time for something a little different. **9** (Comm. *Springaren* 1986) was one of several studies which exploited the computer discovery that two bishops normally win against a knight. **1 h3** prepares to meet **1...d1Q** by **2 Bg4+**, and after **2...Qxg4 3 hxg4+** we have **9a**. Now the given main line is **3...Kh6 4 g5+ Kxh7 5 g6+ Kh6 6 g7 Ba2+ 7 Kf8 Bb6 8 g8N+** (8 g8Q Bc5+ and wins the new queen), but this is relatively ordinary and the interest to me lies in the sideline **3...Kxg4**.
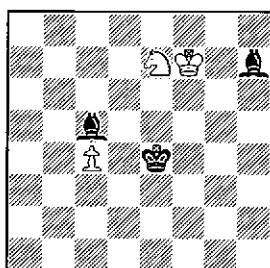
On the face of it, we now have a Black win (one knight will go, and the bishops will eventually win against the other), but it isn't quite as easy as this. Play **4 Ne3+ Kf3 5 Nc4**, and we can meet **5...Bxh7** by **6 Ne5+ Kf4 7 Ng6+** (see **9b**). White now threatens 8 Kg7 and 9 Kxh7, so Black must attack the knight. Try 7...Kf5: no, 8 Nf8 and the bishop is blocked in. All right, try 7...Kg5; now the bishop on h7 can meet 8 Nf8 by fleeing, but White has 9 Ne6+ forking the other. There may also be some draws by invoking the 50-move rule, but this line draws even if the rule is suspended.
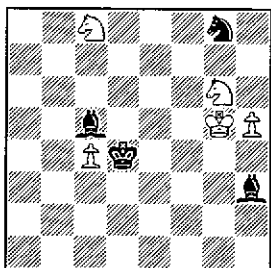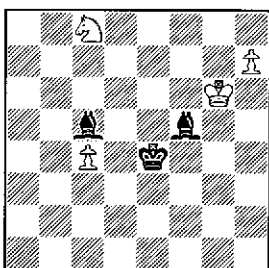


10 - draw   **10a** - after 4...Bf5+   **10b** - after 6 Ne7

The idea is developed in **10** (1-2 Pr, Assiac Memorial 1987). 1 h6 Nxh6 2 Nce7 Nf7+ 3 Kf6 Nd8 is a win for Black (he has 2B+N v 2N with a commanding position, and White's pawn won't help), and play starts **1 Nge7! Nxe7 2 h6**. Black must now meet the threat of h7, hence **2...Ke4** freeing d4-h8 for one bishop and guarding f5 for the other, and after **3 h7 Ng6 4 Kxg6 Bf5+** we have the first key moment (see **10a**).
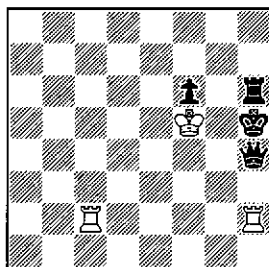
White's natural moves are now Kg7 and Kh6, but 5 Kg7 Bd4+ 6 Kg8 Be6+ 7 Kf8 Bxc8 is clearly lost and 5 Kh6 Be3+ 6 Kg7 Bd4+ is no better. Correct is **5 Kf7 Bxh7 6 Ne7!** threatening 7 Ng6 as above (see **10b**), and the Black king's move to e4, so neatly forced at move 2, has proved to be his downfall.
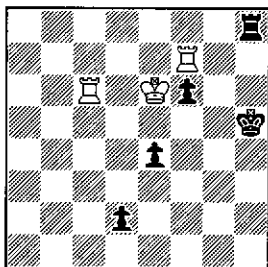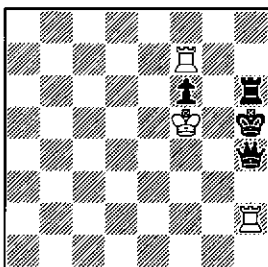
**11** - win   **11a** - 1 Rd6, after 5...Qh4   **11b** - main line, 6 Rcc2

11 was commended in *Die Schwalbe* in 1990. We must stop the d-pawn, so let's try 1 Rd6. Black naturally replies 1...e3, and after 2 Kf5 he follows up with 2...e2. White can try 3 Rd8 forcing the Black rook to the awkward square h6, 3...Rh6, but it is to no avail; after 4 Rxd2 e1Q 5 Rh2+ Qh4 we have **11a**, and White is not going to make further progress.
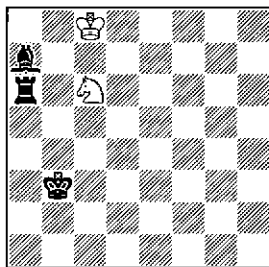
Correct is **1 Rd7! e3 2 Kf5 e2 3 Rc8! Rh6 4 Rxd2 e1Q 5 Rh2+ Qh4**, after which we have **11a** with the upper White rook on c8 instead of f7 and **6 Rcc2** is available. Black is now helpless (see **11b**), and this time the forcing of the Black rook to h6 has proved crucial.
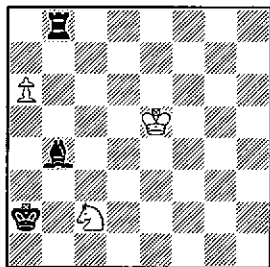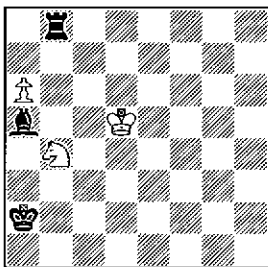

**12** - draw   **12a** - after 2 Nb4+   **12b** - after 7...Bxa7

In **12** (4-5 Pr *Shakhmatnaya kompozitsiya* 1993), White cannot take immediate aggressive action without forfeiting his pawn (1 Nxb4+ Rxb4, 1 a7 Bc3+ etc), so he plays **1 Kd5** to strengthen his position. Black replies **1...Ba5** to rescue his bishop and prevent 2 Kc6, and now White plays **2 Nb4+!** (see **12a**).

Black cannot take this intrepid knight (2...Rxb4 3 a7, 2...Bxb4 3 Kc6 Ba5 4 a7 Rb6+ 5 Kc7! Ra6+ 6 Kb7), so he plays **2...Kb3**, and **3 Nc6** forks rook and bishop. But Black can escape by giving check, **3...Rb5+**, and White must be careful: 4 Ke4 Bb6 5 a7 Bxa7 6 Nxa7 Rc5 and the knight is trapped, or 4 Ke6 Rb6 and the pawn will go. Correct is **4 Kd6**, when **4...Rb6** can be met by **5 a7**.
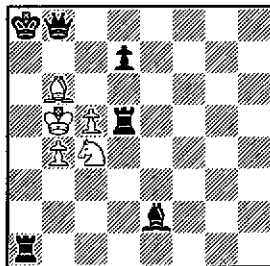
The rest is straightforward. Play continues **5...Ra6 6 Kd7 Bb6 7 Kc8 Bxa7** and the pawn has gone after all (see **12b**), but in taking it Black has become too cramped; White has **8 Kb7 Rb6+ 9 Kc7! Ra6 10 Kb7** with a draw by repetition.
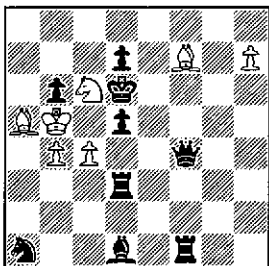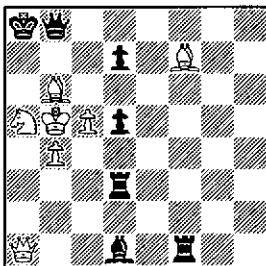
**13** - draw   **13a** - after 5 Qxa1   **13b** - 7...Rxa1 stalemate

Let us finish with two triple-pin stalemates. This is a far more difficult task than the double-pin stalemate and the play is inevitably somewhat mechanical, but the end may be thought to justify the means.
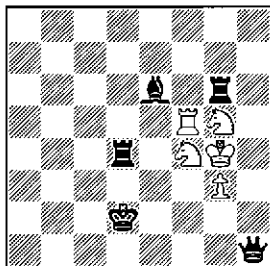
Play in **13** (1 HM *Szachy* 1985) starts **1 c5+ Kc7 2 Bxb6+ Kb7 3 Na5+ Ka8 4 h8Q+ Qb8 5 Qxa1**, and we have **13a**. Now **5...Be2** attacks both the queen and the king, and if 6 Nc4+ Rxa1 7 Bxd5+ then 7...Qb7 and Black will soon mate. White must do things the other way round, **6 Bxd5+ Rxd5** (now 6...Qb7 loses) **7 Nc4+ Rxa1** (again other moves lose), and we have the desired stalemate (see **13b**). Three different men are pinned, and a fourth is blocked.
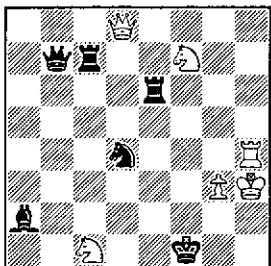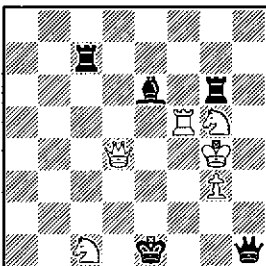
14 - draw   **14a** - after 5 Rf5   **14b** - 7...Rxd4 stalemate

The same will happen in **14**, which appeared in *The Problemist* in 1991. Play starts **1 Rf4+ Ke1 2 Qxd4**, and Black must take up the running if he is going to try and win. He does so by **2...Qh1+ 3 Kg4 Rg6+ 4 Ng5 Be6+** forcing **5 Rf5**, and we have **14a**. Now 5...Bxf5+ 6 Kxf5 Rxg5+ 7 Kxg5 Rxc1 allows 8 Qe3+ with an easy draw and 5...Rxg5+ 6 Kxg6 Bxf5 is no better, but **5...Rc4** appears to win the queen.

Indeed it does, but it doesn't win the game. **6 Nd3+** puts Black under pressure once more. If 6...Kd1 then White has 7 Qxc4 Bxc4 8 Nf2+, while 6...Ke2 allows 7 Nf4+ unpinning the queen and actually winning. Hence **6...Kd2**, and now **7 Nf4+** gives Black nothing better than **7...Rxd4** (see **14b**). He can try and temporize by 7...Kc2, but after 8 Qb2+ Kxb2 the result is the same.